DEEP ROCK
GALACTIC
DANGER. DARKNESS. DWARVES.
MISSION BOOK

MISSION BOOK

This book contains all of the missions included in the base game. We suggest you play them in order, but the decision is completely up to you: the missions are not connected in any way. It's possible that more (un)official missions will be released later, by us or the community. We encourage you to experiment and come up with your own missions. Feel free to browse for additional content on Deep Rock Galactic's BoardGameGeek page.

Each double-page spread describes one mission with a briefing, objectives, conditions, a mission specific event, and instructions on how to set up the map. One mission will typically take 1 - 2 hours to play.

DEFINITIONS

Briefing: a prologue to the mission that provides some more context on what you were hired to do.

Objective: your mission is a success if you manage to fulfill all of the objectives and at least one of you makes it back to the drop pod in one piece. Win conditions may vary, but usually involve a high risk of death while looking for shiny rocks. You are Dwarven miners, after all!

Your mission can fail in two ways: if you need to increase the swarm threat but the swarm threat marker is already at the end of its track, or if all Dwarves are unconscious at the same time.

Mission specific event: apply these instructions whenever you draw an event card that says "MISSION SPECIFIC EVENT".

MAP SETUP

Mission map: to construct the map layout, first place the revealed cave segments, then add dark pits, stalagmites, tunnel exits and creatures on these segments as depicted. Next, add the drop pod in the depicted spot and place the Dwarves on the drop pod.

Hidden cave segments: if the map contains hidden cave segments, start by shuffling **all** of the hidden cave segments face down. Draw the number of segments required for the current mission and place them face down on the board in the depicted spots. Return the remaining segments to the box. Hidden cave segments are revealed as soon as you clear a path to them. If multiple hidden cave segments are connected, they are **all** revealed at the same time.

Minerals: take the minerals depicted above the map layout. Randomly place one on each diamond space of the map. Keep the remaining minerals nearby, as more can come into play during the game. A single wall segment can never contain more than one mineral.

Morkite | Nitra | Gold | Aquarq | Diamond space

Pickups: take the pickup tokens depicted above the map layout. Randomly place one on each blue flare space of the map, and one on each hidden cave segment. When you reveal the cave segment, don't reveal the pickup token immediately. Instead, place it face down on the blue flare space of the revealed segment. Pickup tokens remain face down until a Dwarf is adjacent to them, at which point they are revealed.

Example of pickup tokens required for setup | Flare space

DROP POD
Place the dwarves on their corresponding symbol of the drop pod

HIDDEN CAVE SEGMENT
Place all elements on their corresponding symbols when you reveal a hidden cave segment. Weapon upgrades are chosen randomly during setup

Stalagmite miniature or token
Mactera miniature or standee
Pickup token placed face down
Weapon upgrade token placed face down
Spitball Infector miniature or standee

CHALLENGE LEVEL: GREEN BEARD

MISSION 1: NEW DARKNESS, NEW FORTUNES

Saddle up, Dwarves! Recent tectonic activity on Hoxxes IV has opened up a brand new sector for us to explore and exploit. Recon drones have reported the location of several Morkite deposits in a shallow cave system with some precious apoca blooms. This is a straightforward mission: descend into the cave system using the drop pod, and mine 5 Morkite and 3 apoca blooms. Then get out of there before every beast on the planet wakes up and starts hunting you for breakfast.

Parts of the cave system will require you to use your traversal tools, like the platform gun, grappling hook and zip lines. Unless of course you prefer digging your way through the soil to get around the deep pits. Good luck down there!

OBJECTIVE

Collect: 5x Morkite 3x apoca bloom

BEFORE STARTING: remove the Oppressor and Praetorian cards from the swarm deck.

MISSION SPECIFIC EVENT

Glyphid Grunt nest: place a Grunt at each tunnel exit.

Grunt

CHALLENGE LEVEL: **NOVICE**

MISSION 2: UNEXPLORED OPPORTUNITIES

Another promising cave system shows multiple Morkite deposits, as well as some very interesting alien fossils. We don't know the layout of the entire system, as scanners have failed to penetrate some of the cave walls. Get your butts down there, and gather the Morkite and alien fossils.

If you have time to spare to explore the hidden caves, you might find some weapon upgrades in there that were left behind by less fortunate Dwarves. Our competitors sometimes want to beat us to the punch, but what they lack in patience, they make up for in sloppiness.

Caution: the wildlife in this sector is showing a lot of activity. Looks like it might be mating season.

OBJECTIVE

Collect: 6x Morkite 4x alien fossils

MISSION SPECIFIC EVENT

Active Glyphids: place a Grunt at a tunnel exit of your choice, then activate all creatures.

Grunt

CHALLENGE LEVEL: EXPERIENCED

MISSION 3: THE GREAT UNKNOWN

Deep Rock scanners have detected a huge hidden cave segment in this system. Its exact contents are unknown, but preliminary scans show the presence of valuable alien eggs. Get down there and collect them all. Be aware that the drones have spotted a Brood Nexus. Until it's destroyed, it will continue to spew out fresh Glyphid Grunts.

The Nitra supply is limited in these caves, but the good news is they contain plenty of gold. Don't get too greedy though: those eggs are your primary objective!

Caution: our seismographs report frequent aftershock effects from the recent tectonic activities, so keep your boots on the ground. We mean that literally!

OBJECTIVE

Collect: 4x alien eggs

MISSION SPECIFIC EVENT

Seismic rumbles: the active Dwarf rolls . If the result is ! he becomes

Spitball Infector Brood Nexus

CHALLENGE LEVEL: EXPERIENCED

MISSION 4: SEARCH 'N' RETRIEVE

We've sent down two of our most advanced drones to scan this cave system, and they found the area to be rich with apoca blooms! Unfortunately, the drones got caught in some type of sticky, organic web before they could make it out.

This presents us with an excellent opportunity to find out what disabled them. Your mission is to retrieve the drones, as well as the apoca blooms. So quit hanging about, and get down there!

OBJECTIVE

Collect: 3x apoca blooms

2x drones; (collect by entering the spaces with the ! tokens).

MISSION SPECIFIC EVENT

Sticky entanglement: place a Web Spitter at exit 2 (or a Grunt, if all Web Spitters are already in play).

Web Spitter Grunt

CHALLENGE LEVEL: VETERAN

MISSION 5: CIRCLE OF CARNAGE

This cave system is not as pleasant as the previous ones: it features difficult terrain, minerals scattered all over the place, and a plethora of creatures lurking in the shadows. Still, we need an urgent resupply of Morkite and alien fossils, which is why we've decided to support the mission with weapon upgrades.

SPECIAL RULES

A supply crate with one weapon upgrade per Dwarf was dropped at the location of the ! token. Each Dwarf can pick up a random weapon upgrade by entering the space. Make every bullet count, team!

OBJECTIVE

Collect: 5x Morkite 4x alien fossils

MISSION SPECIFIC EVENT

Regenerative bugs: all creatures heal 1 damage, then increase swarm threat by 1.

Brood Nexus Exploder Slasher Web Spitter

CHALLENGE LEVEL: VETERAN

MISSION 6: CAVE OF THE PRAETORIAN

Scanners have located additional cave systems, with various riches just waiting to be collected. Unfortunately, a territorial Praetorian ferociously guards this area, so you'll need to stay alert if you want to pass through with all your limbs still attached. Eliminating it will save you all a lot of trouble later. One more thing: while you're down there, you might as well retrieve some flowers. We're not just here to kill random bugs, after all...

SPECIAL RULES

The Praetorian has constructed its nest in a small cave to the north-east, which isn't connected to the drop zone. The creature will be oblivious to your presence and won't activate until you break through to its cave.

OBJECTIVE

Eliminate:

Praetorian

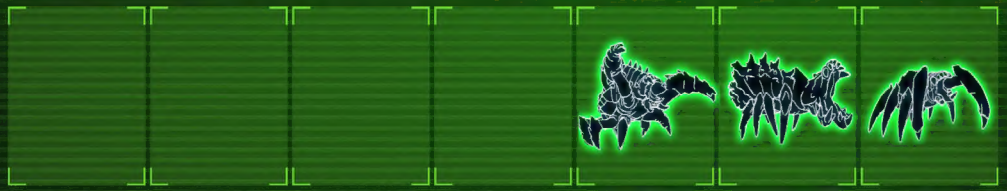
Collect: 3x

apoca blooms

MISSION SPECIFIC EVENT

Lethal enemies: increase swarm threat by 1. All creatures activate, even if you didn't trigger a swarm.

Praetorian facing towards center.
Do not place any creatures in the unconnected cave until the Dwarves have dug a path to it.



Praetorian Web Spitter Grunt

CHALLENGE LEVEL: VETERAN

MISSION 7: HELLISH CORRIDOR

Alright, pay attention Dwarves! This narrow cave system contains deep pits, hungry creatures, and lots of alien eggs. The terrain is treacherous, so the cave system won't be easy to navigate.

Fortunately, a Spitball Infector has been spotted right next to the landing area, so you won't have time to worry about the terrain...

That is all.

OBJECTIVE

Collect: 4x alien eggs

MISSION SPECIFIC EVENT

Swarmageddon: add a swarm card to the upcoming swarm. If a card was already added to it (due to the 'CREATURE PILE-UP' event card), increase the swarm threat by 1 instead.

Spitball Infector Brood Nexus Exploder

CHALLENGE LEVEL: VETERAN

MISSION 8: MORKITE MADNESS

Great news, miners! This time we have struck gold—or rather, Morkite. The cave system is littered with precious Morkite deposits, ready for you to sink your pickaxe into. Now, for the bad news... The cave system is inhabited by entire swarms of nasty creatures.

Bio scans detect flying threats, as well as pesky predators stuck to the ceilings. Stay sharp, and head's up, Dwarves!

Management is aware of the hazards in this cave system, and has graciously dropped some weapon upgrades for you to pick up. However, it seems they landed in the large, unknown cave east of your location. That's unfortunate.

OBJECTIVE

Collect: 7x

Morkite

BEFORE STARTING: remove the 'Cave Leech Attack' card from the event deck and place it next to the board, for rules reference.

MISSION SPECIFIC EVENT

Cave Leech cluster: a Cave Leech attacks the active Dwarf.

Slasher Mactera

CHALLENGE LEVEL: VETERAN

MISSION 9: POINT EXTRACTION

Scanners have located valuable but heavy Aquarqs in a nearby cave system. The M.U.L.E. isn't big enough to haul them out, so you'll need to deposit them in the stationary mine head we've deployed. Once the last Aquarq has been collected, the mine head's rocket core will launch it into orbit, and you can head back to the drop zone for extraction. Go get 'em, boys!

SPECIAL RULES

There's no M.U.L.E. on this mission. Dwarves must carry any apoca blooms and minerals they collect—place them on your character board. When you move onto the mine head, they will automatically be deposited. The mine head does not block movement or line of sight. You can only carry one Aquarq at a time. Once the minerals have been delivered to the mine head, place them on the shared supply space.

OBJECTIVE

Collect: 5x Aquarqs 4x apoca blooms

MISSION SPECIFIC EVENT

Slashing surprise: spawn a Slasher next to the active Dwarf, if possible. Reaction attacks from other Dwarves/sentry gun/BOSCO are allowed.

CHALLENGE LEVEL: VETERAN

MISSION 10: EGGS, EGGS, EGGS

We initially ignored this cave system, because it's completely devoid of Morkite. However, recents scans have highlighted the presence of several alien eggs. We are sending you down there right away, team!

Caution: this cave is showing lots of activity... Looks like these critters won't be willing to give up their eggs so easily. Show them who's boss!

OBJECTIVE

Collect: 5x

alien eggs

MISSION SPECIFIC EVENT

Critter activity: activate all creatures in play. If there are none, increase the swarm threat by 1 instead.

Exploder

Brood Nexus

Grunt

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CHALLENGE LEVEL: VETERAN

MISSION II: PITS OF RICHES

We've located a cave system packed with resources. The caves are spread far apart, and there's a deep cavern separating the drop zone from the rest of the caves. The walls are littered with useless, reflective crystals that can mess up your orientation.

Don't worry though: you'll have plenty of bugs to distract you. This cave system is home to many, many Grunts, so keep your distance. Good luck, miners!

OBJECTIVE

Collect: 7x Morkite 4x spaca blooms

MISSION SPECIFIC EVENT

Deceptive reflections: the active Dwarf rolls a creature die. If the result is !, he loses his bearings and becomes 'stunned'.

Broodmother

Grunt

CHALLENGE LEVEL: VETERAN

MISSION 12: THE DARK CAVES

Scanners have located multiple Aquarqs in this cave system. We've already deployed the mine head, so we are sending you down there to mine them. While you're at it, you might as well retrieve some alien fossils.

Caution; the area is crawling with Grunts!

SPECIAL RULES

There's no M.U.L.E. on this mission. Dwarves must carry any alien fossils and minerals they collect—place them on your character board. When you move onto the mine head, they will automatically be deposited. The mine head does not block movement or line of sight. You can only carry one Aquarq at a time. Once the minerals have been delivered to the mine head, place them on the shared supply space.

OBJECTIVE

Collect: 6x Aquarqs 4x alien fossils

MISSION SPECIFIC EVENT

Grunts everywhere: place a Grunt at each tunnel exit, then activate all creatures.

CHALLENGE LEVEL: VETERAN

MISSION 13: BUG SANCTUARY

This cave system is showing high concentrations of Morkite, and also some apoca blooms. Preliminary scans tell us there's no gold to be found here. However, one of the caves has a lot of Loot Bug activity. Maybe they ate all the gold?

Prepare for your descent, team. Mine all the Morkite, locate the apoca blooms, and don't get carried away hunting Loot Bugs. Time is money, after all!

OBJECTIVE

Collect: 8x Morkite 4x apoca blooms

MISSION SPECIFIC EVENT

Seismic activity reveals pockets of Nitra: place 1 Nitra on any wall segment not currently adjacent to a Dwarf, then increase the swarm threat by 1

CHALLENGE LEVEL: VETERAN

MISSION 14: DEVIL'S FORK

Sober up Dwarves, we've got work to do!

We're sending you down to a fascinating cave system, riddled with minerals, fossils and unknown surprises. Unfortunately, the drop zone is a long way out from the mineral clusters, but that means you'll have plenty of time to collect alien fossils on the way. Try to stay clear of the Glyphid tunnels: the swarms in this area are enormous.

Now get moving! Chop, chop!

OBJECTIVE

Collect: 7x Morkite 5x alien fossils

MISSION SPECIFIC EVENT

Swarmageddon: add a swarm card to the upcoming swarm. If a card was already added to it (due to the 'CREATURE PILE-UP' event card), increase the swarm threat by 1 instead.

Web Spitter Brood Nexus Spitball Infector

DESIGNING MISSIONS

Here are some pointers on how to design your own missions. If you take them to heart, they will allow you to create plenty of varied missions. Of course, if you want to come up with some really original stuff, feel free to ignore them. We're not Management, after all.

CAVE SYSTEM

Set up a core cave system that consists of one or more connected cave segments. The core cave system should be connected to the drop pod. The cave system should contain two tunnel exits, with paths to the drop pod that are not blocked by stalagmites. That way you can keep the Glyphid pressure on the players. Hidden cave segments shouldn't be touching open cave segments at the start of the mission, otherwise they would be revealed immediately, taking away the element of surprise.

OBJECTIVE

When defining your mission objective, spread out the possible locations of the required minerals and pickup tokens. An easy way to do this is to make sure you have more required minerals or pickup tokens than there are spots available in the first couple of caves. For example, if the Dwarves need to dig out 5 Morkite, make sure there are only 4 random mineral locations in the first cave, and use a similar approach to decide on the number of required pickup tokens.

MISSION SPECIFIC EVENT

We encourage you to be creative when defining a mission specific event! Try to choose one that adds to the context of your mission. It's even possible to have the events increase in strength over time. For example, you could come up with something like 'Place a Grunt at each tunnel exit for every swarm card that has been drawn so far, with a minimum of 1.' Keep in mind that large, complex missions may cause time to run out, so think twice about increasing the swarm threat as part of the mission specific event on longer missions.

THE DEVIL'S IN THE DETAILS

Finally, you should experiment with interesting options for the players: multiple paths of interest, spreading out resources, adding threats in multiple areas, lots of pits and stalagmites... You know, stuff like that. Try to make the areas interesting for specific Dwarven classes.

Good luck and have fun creating your own maps! If you think you have a winner, feel free to share it on the Deep Rock Galactic page on boardgamegeek.com. We're excited to discover the fun and interesting missions you're going to create. **Rock 'n Stone!**

RANDOM MISSIONS

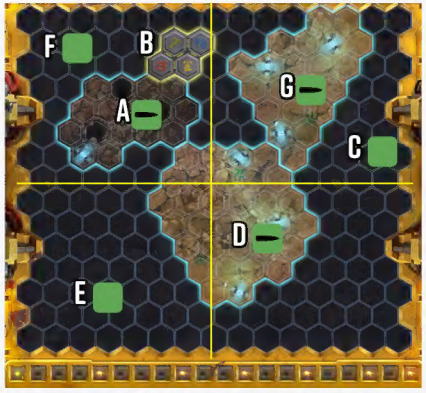
CHOOSE CAVES:

First choose how many caves you want to play with.
2 revealed cave segments + 3 hidden cave segments.
3 revealed cave segments + 2 hidden cave segments.
4 revealed cave segments + 1 hidden cave segments.

PLACING REVEALED CAVES:

To determine where to place the revealed caves, imagine the game board is divided into 4 areas. Shuffle the revealed cave segments and pick one at random. Now roll . If the result is place the cave segment in area 1.

You may orient it any way you like, but at least the majority of the segment should cover the area. If you rolled a blank, roll again for area 2. Continue clockwise until you roll a bullet symbol. When the first cave segment is placed, attach the drop pod to it. You may decide where, but at least the majority of the drop pod should cover the area. Continue placing the rest of the revealed cave segments in the same manner, making sure they're interconnected. If the area you rolled already has a cave segment, you can ignore the majority rule for placing the new segment.



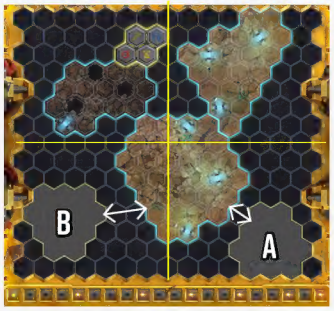
We decided to use 3 revealed cave segments and 2 hidden caves. We rolled for area 1 (A), randomly picked and placed a revealed cave segment, and connected the drop pod to it (B).

We rolled a blank for area 2 (C), but rolled for area 3 (D) and connected the large cave to the segment in area 1.

For the last cave segment, we rolled blanks in areas 4 (E) and 1 (F), finally rolling in area 2 (G).

PLACING HIDDEN CAVES

Use the space you have left and choose where to place the hidden caves.



We drew and placed 2 hidden cave segments. The only place we could fit them was in areas 3 (A) and 4 (B), because we needed to make sure they weren't connected to the revealed caves.

DEEP PITS & EXITS

Roll 2 armor-piercing dice, and add 1 deep pit to the revealed cave segments for each hit. You may choose where to add them. Now place the two exits. One has to go in the cave segment that contains the drop pod, and the other has to go in an adjacent revealed cave segment.

STALAGMITES

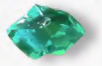
Roll 2 armor-piercing dice, and add 1 stalagmite to the revealed cave segments for each hit. You may choose where to add them. Sometimes it can be fun to have them bundled together, other times you might want to distribute them evenly. Just remember not to block the exits.

OBJECTIVE

Choose an objective from the following list. Take the required minerals and pickup tokens, then randomly add a number of pickup tokens so their total equals the number of flare symbols in your cave system. Remember that hidden caves have one flare symbol each. Distribute the minerals and pickup tokens randomly.

- 6 Morkite and 5 apoca blooms. Add 3 Nitra and 4 gold.
- 7 Morkite and 5 apoca blooms. Add 6 Nitra and 3 gold.
- 7 Morkite and 4 alien fossils. Add 6 Nitra and 2 gold.
- 6 Morkite and 4 alien fossils. Add 4 Nitra and 1 gold.
- 8 Morkite. Add 5 Nitra and 1 gold.
- 8 Morkite. Add 3 Nitra and 3 gold.
- 9 Morkite. Add 5 Nitra and 3 gold.

- 5 alien eggs. Add 7 Nitra and 2 gold.
- 5 alien eggs. Add 4 Nitra and 4 gold.
- 4 alien eggs. Add 4 Nitra and 2 gold.



PLACING MINERALS

The minerals should be randomly distributed in such a way that there's one fewer mineral next to the revealed cave segments than the number required to fulfill the objective. For example, if the objective tells you to collect 5 Morkite, place 4 minerals around the revealed caves and distribute the rest around the hidden caves. Use the area system to randomly place the minerals, rolling for each area and placing a mineral if you rolled . Continue until all minerals have been placed.

We chose 'collect 6 Morkite and 5 apoca blooms' as our objective. There are 13 minerals in total: 6 Morkite, 3 Nitra, and 4 gold.

Since our mission requires 6 Morkite, we rolled the die and placed 5 minerals (one fewer than 6) around the revealed caves.

There are 9 flare symbols: 7 revealed ones and 2 hidden ones. We added 4 random pickup tokens to the 5 apoca blooms, shuffled the tokens, and randomly distributed them across the flare symbol spaces.

PLACING CREATURES

Draw a swarm card and spawn the creatures depicted on it, but don't activate them.

MISSION SPECIFIC EVENT

Choose a mission specific event. If you like, you can use one from the base game missions.

Now you're ready to rumble. **Rock 'n Stone!**

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